CLAIMS:

1. A method for mapping sampled digital audio information onto a linear physical mapping space that is partitioned into a string of uniform-sized blocks,

characterized by for variable-rate coded audio information that is distributed over successive audio units that each comprise one or more audio packets, including in each said block a block header for indicating an actual content of the block in question with respect to any constituent packet that contains audio information or contains other information.

2. A method as claimed in Claim 1, whilst allowing and treating padding units and/or supplementary data units in the same manner as audio units.

3. A method as claimed in Claim 1, wherein said mapping space is a linear physical storage space.

4. A method as claimed in Claim 1, wherein each block header points to a start of a next-following audio unit.

5. A method as claimed in Claim 1, wherein a block header uniformly indicates for each Data Packet an associated Data_type and Packet Length.

6. A method as claimed in Claim 1, wherein said header indicates whether its block contains a starting point of a particular Audio Unit and if positive, specifies a time code of the Audio Unit in question.

7. A device arranged for executing a method as claimed in Claim 1.

8. A unitary storage medium produced by executing a method as claimed in Claim 1, or by a device as claimed in Claim 7.

9. A medium as claimed in Claim 8, being executed as an optical disc.

10. A device arranged for reading a storage medium as claimed in Claim 8, said device comprising read means for reading a sequence of blocks, detecting means for detecting multiple headers that collectively indicate various packets constituting a single audio unit, and assembling means for assembling the Audio Unit in question from its packets for presentation to a user.

11. A device as claimed in Claim 10, and comprising hold means for holding and driving said medium, and access means for accessing said medium and feeding said read means.